LETTERS FROM WHITECHAPEL

SETUP

1. Place a Jack pawn on night 1.
2. Jack selects secret hide out and writes the location on his move sheet (top circle space.)

PLAY

1. Jack receives special movement tokens as follows:

   Night 1: 3 coaches, 2 alleys
   Night 2: 2 coaches, 2 alleys
   Night 3: 2 coaches, 1 alley
   Night 4: 1 coach, 1 alley

2. Jack places woman tokens face down on red crime scene spaces as follows:

   Night 1: 8 women, 5 marked
   Night 2: 7 women, 4 marked
   Night 3: 6 women, 3 marked
   Night 4: 4 women, 1 marked

3. Police place all 7 police tokens face down on the yellow square spaces.

4. Jack reveals woman tokens and replaces the marked tokens with white pawns.

5. Place red Time of Crime token on Roman numeral I on movement track at the bottom of the board.

6. Jack chooses to kill or wait. If he kills, skip to number 7. If Jack waits:

   A. The Time of Crime token moves back one space on the movement track.

   B. Police move the white pawns one space. White pawns cannot move through or land next to police or land on a crime scene token.

   C. Jack reveals one police token and leaves it revealed on the board. If the token is blank it is removed from the board.

   Repeat step 5 until Jack decides to kill or Time of Crime token is on Roman numeral V.

7. Jack kills:

   A. Jack chooses a white pawn and replaces it with a red crime scene token and removes the remaining white pawns.

   B. Jack then records the crime scene number on his sheet under the corresponding crime time on the board.

   C. Police tokens are replaced with police pawns.

   D. Jack places the other Jack pawn on the board's movement track (removing the Time of Crime token and placing it there.)

   E. Jack then moves one space from the crime scene (or he uses a special token.)

   F. Police take their turn.

NOTES

1. Police may move each pawn 2 spaces.

2. When police are asking for clues, if a clue is revealed then that pawn cannot ask for any more clues that turn.

3. Police mat try one arrest per turn (if they don't ask for clues, can't do both.)

4. Jack cannot use special movement tokens to reach his hide out.

5. Jack cannot move through police unless he is using a coach.

6. On night 3, police move first (Jack remains on crime scene space.)

7. At the end of each night, police pawns are replaced with tokens. Five tokens must be placed where the police were left and 2 are placed on any yellow square. Colors do not need to match up for the police left on the board.

Jack Can't Wait Variant

1. Jack receives special movement tokens as follows:

> Night 1: 3 coaches, 2 alleys
> Night 2: 2 coaches, 2 alleys
> Night 3: 2 coaches, 1 alley
> Night 4: 1 coach, 1 alley

2. Place the Jack pawn on Roman numeral I of the time track at the bottom of the board.

3. Police place all 7 police tokens face down on the yellow square spaces.

4. Jack kills:

> A. Jack places a red crime scene token on one of the red crime spots on the board.

> B. Jack then records the crime scene number on his sheet under the Roman numeral I.

> C. Police tokens are replaced with police pawns.

> D. Jack then moves one space (or uses a special token) from the crime scene and police begin hunting.